□ FAMILIAR	<b>□ ANIMAL COMPANION</b>			☐ SUMMONED CREATURE			E	ATTACKS					INITIATIVE -		
Creature Name				Age	Creature Level	Level Ranks Adjustme						INITIATIVE B			
					_		Range		- Attack Bon	us Damag	ge Critical	INIT =	DEX +		
Creature	Type	Subtype		Weight	lb Effective			ft s					SPEED		
Size	2	Size	-7 -7	Height	Level	Hit die		IL S	9			BASIC SPEED		Fly Speed	
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XP			×	SKI	LLS		Range		Attack Bon	us Damag	ge Critical		ASE ATTAC		
			D 1		7	Ranks Racial, Fe	eats	ft s	q			BASE ATTACK		ack Temp Dama	
	ITIES	<i>x</i> (	Balance		DEX		_						+	+	
Ability Ite Score Bor		Temp Bonus	Climb		STR		Range		- Attack Bon	us Damag	ge Critical			نار	
STR	STR	]	Escape Artist		DEX										
	_		Hide		DEX			ft s	9			X	GRAPPLE	,	
CON	CON		Jump		STR		_					an annua non		Size	
DEX	DEX		Listen		WIS		Range		Attack Bon	us Damag	ge Critical	GRAPPLE BON		odifier Misc	
INT	INT		Move Silently		DEX		_	ft s	qp			Bag:	**************************************	K 4 +	
wis	wis		Search		INT		_				HEALTH			,	
	_	<del> </del>	Sense Motive		WIS		HIT 1	POINTS V	Vounds			☐ Dying ☐ S	table Non-letha	.l ☐ Unconciou	
СНА	СНА	]	Spot		WIS			hp					hp	hp	
Ability Modifier = (Total Ability Score - 10) ÷ 2 <b>EQUIPMENT</b>			Survival		WIS		*		SAVES	*	`*	ARMOU	R CLASS	,	
EQUI	PIMENI	,	☐ Track ☐ Tra	ained	SURVIVAL		_ FORT	TITUDE S.	Base Save Mi	sc Temp	ARMOUR CLA	ASS		ize Misc difier Modifie	
			Swim		STR			T=CON				10 + DEX +		+	
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								= DEX				10 / +		+	
					J			<b>_</b>	- — —		TOUCH ARM		'	· · ——	
			×	FEA	ATS			SAVE				10 + DEX	/ +	+	
							WIL	L = WIS	+ +					·	
POR'	ΓRAIT	#										ell Resistance Dan	nage Reduction		
leia								_	EFFECTS		AC		/		
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